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Final Ultra Street Fighter 4 balance change list

Posted by Steven 'Dreamking23' Chavez • May 22, 2014 at 4:38 p.m. PDT

Cmt.
480

While we've seen a full change-log of the Arcade release of Ultra Street Fighter 4 before, it's come to many people's attention that additional changes are being made to the console version prior to its release.

Thankfully, Capcom's Combofiend has posted a full list of the changes over at Capcom-Unity.

To see the full change-log for all of the characters in Ultra Street Fighter 4, look no further. All you have to do is hit the jump.

Also, we've posted the change list for Elena, Hugo, Poison and Rolento for the Japanese arcade release.

Abel

• Close Standing HP first hit hitbox greatly expanded downward
• Hitbox on the 2nd hit of C.HP extended lower
• Far Standing HK start-up reduced by 1 frame (14F → 13F); active frames increased by (2F → 3F); recovery reduced by 1 frame (19F → 18F)
• Falling Sky active frames increased by 1 frame (2F → 3F); upper-body invincibility frames increased by 1 (1F → 2F)
• EX Change of Direction starts up 3 frames faster (16F → 13F)
• 2nd low hit advantage increased by 4 frames (+1F → +5F)
• Finish slow startup reduced by 5 frames (22F→ 17F)
• Heartless (Super Combo) active frames increased by 2 (2F→ 4F)
• Soulless (UC1) pushbox greatly expanded upward, less likely to cross under after Crouching HP in the corner

Adon

• Crouching LP advantage on hit increased by 1 frame (+5F → +6F)
• Close Standing HK hitbox slightly expanded horizontally and upward
• Jaguar Crunch (6+MP) frame advantage against standing opponents reduced by 1 frame (+4F → +3F)
• L Rising Jaguar 2nd hit on grounded opponents floats higher upward and slightly more forward, easier to follow in the corner
• L, M and H Rising Jaguar → EX Focus Cancel → Forward Dash is now -5F on block
• L Jaguar Kick damage reduced by 50 against airborne opponents (140 → 90)
• M Jaguar Kick damage reduced by 10 on standing opponents (140 → 130); damage against airborne opponents reduced by 50 (140 → 90); chip damage changed to 33
• H Jaguar Kick damage reduced by 10 on standing opponents (130 → 120); damage against airborne opponents reduced by 40 (130 → 90); chip damage changed to 30; top side of the hitbox has been reduced slightly

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Name	Viewers
AGE|NYChrisG	1,614
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Gains		Losses	
Dhalsim USF4	0.5824	Decapre USF4	-0.6030
Fei Long USF4	0.5400	Tsubaki BBCP	-0.3999
Ragna BBCP	0.5000	Hakumen BBCP	-0.2618

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• M and H Air Jaguar disadvantage on block increased (-2F when done from the lowest height)
• All versions of Air Jaguar Kick chip reduced by half
• EX Air Jaguar Kick 2nd hit now overhead
• Jaguar Revolver (UC1) forward movement from 2nd hit and after slightly shortened, easier to connect all hits on close opponents; damage reduced by 30 (510 → 480); Active frames on the first kick reduced by 1F (7F → 6F)
• Crouch lp has one more frame of hitstun added (+5F → +6F)

Akuma

• Close Standing MK now forces stand on hit; start-up reduced by 1 frame (5F → 4F); hitbox expanded downward; recognition range increased
• Far stand heavy punch now EX Red Focus/Special/EX Focus Cancellable; damage reduced by 30 (120 → 90)
• Crouching HK can no longer be cancelled into Wrath of the Raging Demon (UC1)
• All versions of Back Jump Zanku Hadoken recovery increased by 2F
• L, M and H Hyakkishu now have the same EX Zanku Hadoken follow-up as EX Hyakkishu
• M Goshoryuken 2nd hit can no longer be EX Focus-cancelled on block
• H Goshoryuken 2nd and 3rd hit can no longer be EX Focus-cancelled on block; invincibility time reduced by 1 frame (6F → 5F)
• L, M and H Goshoryuken → EX Focus Cancel → Forward Dash is now -5 on block
• EX Shakuretsu starts up 6 frames faster (25F → 19F)
• L Hurricane hitbox increased downward slightly

Balrog

• L Dash Straight advantage on hit increased by 1 frame (-2F → -1F)
• M Dash Straight pushback on hit has been reduced
• L Dash Swing Blow damage reduced by 10 (80 → 70); stun reduced by 30 (100 → 70); advantage on hit reduced by 10 frames (+10F → 0F); disadvantage on block reduced by 3 frames (-5F → -2F); charge time reduced by 10 frames (55F → 45F)
• M Dash Swing Blow advantage on hit reduced by 8F (+10F → +2F); disadvantage on block reduced by 1 frame (-7F → -6F); charge time reduced by 5 frames (55F → 50F)
• Turn Punch charge from Level 2-4 has been adjusted to 2 seconds per level
• Turn Punch Lv2 disadvantage after block reduced by 1 frame (-5F → -4F)
• Turn Punch Lv3 disadvantage after block reduced by 1 frame (-8F → -7F); disadvantage after hit reduced by 1 frame (-4F → -3F)
• Turn Punch Lv4 disadvantage after block reduced by 3 frames (-12F → -9F); disadvantage after hit reduced by 3 frames (-8F → -5F)
• Crazy Buffalo (Super Combo) last hit can be changed to a straight when holding P or an uppercut when holding K
• Dirty Bull (UC2) input command changed from 63214 x2+PPP to 720+PPP; recovery reduced by 10 frames (58F → 48F) after a successful Ultra; throw range extended from 1.09 to 1.30; damage reduced by 149 (399 → 250)

Blanka

• Forward Dash total frames reduced by 1 frame (21F → 20F)
• Close Standing MK now airborne 1 frame sooner (from 4F→ 3F)
• Crouching MK advantage on hit increased by 1 frame (+4F → +5F); pushback on guard and hit increased
• H Rolling Attack knocks down the opponent at all distances
• All versions of Backstep Roll cause 2F more block-stun
• All versions of Vertical Roll can be EX Focus-cancelled on hit or block
• Shout of Earth (P version) now has a larger hitbox on the 1st active frame; no longer hits standing opponents

Cammy

• Close Standing HP damage reduced by 5 (85 → 80); stun reduced by 30 (150 → 120)
• Far Standing HP 1st active frame damage reduced by 10 (80 → 70)
• Crouching LK start-up increased by 1 frame (3F → 4F)
• Crouching HP damage reduced by 10 (90 → 80); stun reduced by 50 (200 → 150); advantage on hit decreased by 1 frame (+7F → +6F)
• H Spiral Arrow first hit now has one more frame of hit stun (+3F → +4F)
• L, M and H Cannon Strike height restriction slightly reduced; recovery increased by 2F (5F → 7F)
• EX Cannon Strike block-stun reduced by 5F
• Hooligan Combination now has L, M and H Cannon Strike follow-up
• L, M and H Cannon Spike → EX Focus Cancel → Forward Dash is now -5 on block
• Gyro Drive Smasher (UC1) non-cinematic last hit damage reduced by 40 (210 → 170)

Chun-Li

• Vitality increased by 50 (900 → 950)
• Rear Spin Kick (3+LK) hitbox expanded; start-up reduced by 2 frames (12F → 10F); active frames reduced by 1 frame (4F → 3F); recovery increased by 1 frame (15F → 16F)
• Yosokyaku (Jump 2+MK, all 3 hits) hitbox expanded downward and horizontally
• Light spinning bird kick now causes knockdown; damage reduced by 60 (160 → 100); recovery reduced by 2F (12F → 10F); stun reduced by 80 (180 → 100)
• Heavy spinning bird kick total damage increased by 10 (200 → 210); now causes knockdown on hit; (recovery increased by 4F (12F → 16F)
• EX Spinning Bird Kick hitbox slightly expanded forward and downward; 5th hit hitbox slightly expanded upward
• EX Kikoken now causes knockdown on hit
• EX Hazanshu now has armor-break properties
• UC1 now floats lower on hits 2-7; damage reduced on hits 2-9 by 10 each (30 → 20)
• Kikosho (UC2) invincibility increased by 1 frame (8F → 9F), damage increased by 35 (330 → 365)

Cody

• Back Dash distance slightly increased
• Walk speed slightly increased
• Crouching MK disadvantage on hit reduced by 2 frames (-3F → -1F); disadvantage on block reduced by 3 frames (-6F → -3F)
• When Jaw Crusher (4+MP) is beaten during start-up, is now treated as a counter-hit • Crack Kick (6+HK) now airborne beginning from the 8th frame
• Can now pick up the knife during the same attacks where the rock cancel is possible
• Knife Throw now has armor-break properties
• Knife ground attacks now can be used as follow-ups, can combo after L Criminal Upper; corresponds to Standing LP, Crouching LP, Standing MP, Crouching MP, Standing HP, Crouching MP
• Zonk Knuckle can now be EX Focus-cancelled
• When Bad Stone is held, the stone is thrown immediately at button release
• Light Criminal Upper has less disadvantage on block by 1 frame (-5F → -4F)
• EX Criminal Upper pushback on block reduced by half; hit invincibility increased by 2F (4F → 6F); can now be thrown
• H Dead End Irony (Super Combo) float of opponent on hit changed
• Last Dread Dust (UC2) damage reduced by 40 (506 → 466); forward movement slightly increased

C. Viper

• Far Standing HK hurtbox slightly reduced; can now be performed with 3+HK
• Crouching MK hitbox slightly expanded forward
• Crouching HP hurtbox added to the 2nd active frame; stun reduced by 50 (200 → 150)
• Level 1 Focus Attack start-up reduced by 3 frames (26F → 23F)
• Level 2 Focus Attack start-up reduced by 3 frames (17F → 14F)
• Level 3 Focus Attack start-up reduced by 2 frames (70F → 68F)
• Focus attack range has been reduced to her elbow
• L Thunder Knuckle hitbox slightly expanded; stun damage increased by 50 (150 → 200)
• M Thunder Knuckle now +4 after EX Focus-cancel → Forward Dash on hit; damage increased by 10 (110 → 120); stun reduced by 50 (200 → 150)
• H Thunder Knuckle cancel recovery increased by 1 frame (6F → 7F)
• Emergency Combination (Super Combo) damage increased by 20 (330 → 350); command changed to 214214+P
• Burst Time (UC1) smoke visual effects reduced
• Burning Dance (UC2) start-up reduced by 1 frame (10F → 9F); height restriction removed

Dan

• Crouching Taunt meter build increased by 40 (0 → 40); meter build on hit reduced by 70 (70 → 0)
• Air Taunt meter build increased by 10 (0 → 10)
• Close Standing HK input command changed to 4+HK
• Far Standing HK now activates regardless of distance from the opponent
• Far Standing LP hitbox slightly expanded upward
• L Dankukyaku hitbox expanded downward
• H Koryuken 1st hit hitbox slightly expanded forward
• Koryuken → EX Focus Cancel → Forward Dash is now -5 on block
• All versions of Gadoken hurtbox on arm reduced to the wrist area
• Shisso Buraiken (UC1) 1st hit now has armor-break properties
• Haoh Gadoken (UC2) now connects all hits on air opponents; changed to 331 damage on air hit

Dee Jay

• Far Standing MP start-up reduced by 1 frame (7F → 6F)
• Far Standing HP late active frame hit now floats air opponents on counter-hit
• Crouching LK start-up reduced by 1 frame (5F → 4F)
• Crouching MP hitbox expanded forward

• Crouching MK damage increased by 10 (70 → 80)
• Crouching HP hitbox expanded forward
• Knee Shot (2+LK during forward or back jump) hit-stun increased by 3F; damage reduced by 20 (50 → 30)
• Air Slasher chip damage increased by 3 (12 → 15)
• L Double Rolling Sobat disadvantage on block reduced by 2 frames (-5F → -3F); low invulnerability removed
• M Double Rolling Sobat 1st hit hit-stun increased by 2 frames (+6F → +8F) on hit after EX Focus-cancel → Forward Dash
• EX Machine Gun Upper start-up reduced by 6 frames (12F → 6F); full invincibility reduced by 2F (4F → 2F); all-but-midsection invincibility changed from frames 5-9 to 3-4, above-the-chest invincibility changed from frames 10-31F to 5-25F, now throw invincible from 1-7F; disadvantage on block increased by 3 frames (-5F → -8F, -9 → -12 with mash); 1st hit hitbox slightly expanded forward; floats the opponent higher on hit with or without mash; all hits can be EX Focus-cancelled on hit or block with or without mash; less pushback when the attack is blocked
• Sobat Festival travels further during the first two kicks
• Climax Beat damage reduced (501 → 460); recovery after animation version reduced by 11F (-29F → -18F)

Dhalsim

• Standing MP start-up reduced by 1 frame (10F → 9F); advantage on hit reduced by 1 frame (0F → -1F); advantage after block reduced by 1frame (-3F → -4F)
• Standing HP damage increased by 5 (75 → 80); advantage on hit increased by 1 frame (0F → +1F)
• 4+HP start-up reduced by 2F (7F → 5F)
• 4+MK pushback on hit and block reduced
• 4+HK damage by 10 (90 → 100)
• L Yoga Blast hurtbox reduced
• M Yoga Blast start-up reduced by 1 frame (15F → 14F)
• EX Yoga Blast damage increased by 10 (90*50 → 90*60); hitbox slightly expanded forward
• EX Yoga Flame damage decreased by 20 (50*70 → 50*50); hitbox slightly expanded horizontally; recovers 3 frames faster (16F → 13F)
• Yoga Shangri-La (UC2) throw range slightly increased; command changed from 236236+PPP in air to 236236+KKK in air

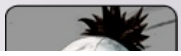
Dudley

• Standing HP hitbox slightly expanded forward and downward
• Standing HK counter-hit pushback reduced
• Crouching LP hitbox slightly expanded forward; Crouching LP → 6+LP chain-cancel no longer works
• Crouching MK start-up reduced by 1 frame (8F → 7F)
• Neutral jump heavy punch is now the same as forward or back jump heavy punch
• Kidney Blow (6+MK) hitbox slightly expanded forward
• Step Straight (6+HP) now knocks down on air hit
• All Target Combo damage increased by 10
• Dart shot can now hit airborne opponents during combos
• Target Combo 1 (6+LP → MP) 2nd hit chip damage on block removed (7 → 0)
• Victory Rose (2+HP+HK) damage increased 1 (0 → 1); advantage on hit increased by 7 frames (+6 → +13); Recovery reduced by 18 frames (78F → 60F)
• H Machinegun Blow pushback on hit reduced by half
• L, M and H Short Swing Blow throw invincibility extended until the end of active frames
• EX Short Swing Blow throw invincibility extended until the end of the 1st hit's active frames; start up has been reduced by 4 frames (24 → 20); causes untechable knockdown
• Rolling Thunder travel distance increased

E. Honda

• Close Standing HP hitbox expanded upward
• Far Standing HP tip damage increased by 10 (80 → 90)
• Far standing HK disadvantage on hit increased by 1 frame (-3F → -2F); disadvantage on block decreased by 1 frame (-7F → -6F); hurtbox slightly expanded forward
• Diagonal Jump MP hurtbox slightly reduced
• Diagonal Jump MK active frames extended by 1 frame (8F → 9F)
• EX Sumo Headbutt pushback on block reduced
• EX Hundred Hand Slap advantage on hit increased by 1F (+4F → +5F); damage reduced by 20 (140 → 120)
• EX Oicho Throw now throw invincible from frames 1 – 5
• Super Head Ram now armor breaks
• Super Killer Head Ram (UC1) start-up reduced by 1 frame (11F → 10F)
• Orochi Breaker (UC2) throw range increased by .24 (1.16 → 1.40); input command changed to 720+PPP
• Ultra Combo W classification changed to 75% tier

El Fuerte



• Close Standing LP hitbox expanded downward
• Close Standing MK start-up reduced by 3 frames (14F → 11F); recovery reduced by 1 frame (14F → 13F)
• Far Stand LK active frames increased by 1 (1F → 2F); advantage on hit increased (+5F → +6)
• Far Standing MK recovery reduced by 1F (15F → 14F)
• Close Standing HK start-up reduced by 2 frames (12F → 10F)
• EX Guacamole Leg Throw recovery reduced by 4 frames (10F → 6F)
Lv1, Lv2, Lv3 and EX Quesadilla Bomb start-up reduced by 3 frames (17F → 14F); recovery reduced by 4 frames (18F → 14F)
• Quesadilla Bomb Lvl 1 damage increased by 30 (50 → 80); charge time reduced by 60 frames (120F → 60F)
• Quesadilla Bomb Lvl 2 damage increased by 20 (100 → 120); charge time reduced by 110 frames (210F → 120F); keeps the opponent standing on hit
• Quesadilla Bomb Lvl 3 charge time reduced by 120 frames (300F → 180F)
• EX Quesadilla Bomb now fully invincible from frames 1 - 15
• Fajita Buster damage increased by 30 (150 → 180)
• Tostada Press start-up reduced by 1 frame (20F → 19F); active frames increased by 1 frame (7F → 8F)
• Gordita Sobat recovery reduced by 1 frame (18F → 17F)

Evil Ryu

• Vitality increased by 50 (900 → 950)
• Crouching MK disadvantage on block reduced by 1 frame (-4F → -3F)
• Crouching HK start-up reduced by 1 frame (7F → 6F)
• Target Combo 1 (Close Standing MP → HP) can now be done from Far Standing MP
• Senbukyaku (6+MK) hitbox greatly expanded downward
• HK Ryusokyaku start-up reduced by 1 frame (26F → 25F)
• L, M and H Shoryuken → EX Focus Cancel → Forward Dash is now -5 on block

Fei Long

• Crouching LK start-up increased by 1 frame (3F → 4F); can no longer be chain-cancelled into • Crouching LK; advantage on hit increased by 1 frame (+3F → +4F)
• Crouching MP damage increased by 10 (55 → 65)
• Close Stand HP recognition range increased
• 6+HK pushback on hit reduced
• Focus attack hitbox area reduced to his palm area
• L Rekkaken forward movement distance reduced
• L, M and H Rekkaken 2nd hit hit-stun reduced by 2F; each version now has one more frame of recovery
• MK flip kick hitbox expanded to hit on all opponents
• Shienkyaku no longer activates with 464+K input
• L, M and H Shienkyaku → EX Focus Cancel → Forward Dash is now -5 on block
• All versions of Tenshin now do 1 damage (0 → 1)
• EX Tenshin start-up reduced by 2 frames (12F → 10F)
• Rekkashingeki (UC1) non-cinematic 3rd hit floats the opponent higher, when used in air combos the last hit now connects

Gen

• 1F invincibility time on neutral wake-up removed
• Bug that made reversal Focus Attack more difficult to perform fixed
• Stun increased by 50 (900 → 950)

Mantis Style

• Focus Attack hitbox size reduced to position of hurtbox
• Crouching MP damage reduced by 10 (70 → 60)
• L, M and H Hyakurenko hitbox slightly expanded downward; recovery increased by 1F (17F → 18F)
• L, M and EX Hyakurenko pushback on hit and block slightly reduced
• L Gekiro invincibility on frames 1 - 3 removed
• H Gekiro causes soft knockdown instead of hard knockdown; button input timing now the same as Ver.2012 EX Gekiro
• EX Gekiro disadvantage on block decreased by 15 frames (-35F → -20F); now causes hard knockdown; follow-up inputs no longer possible on block; Button input timing now the same as Ver.2012 H Gekiro
• ****nketsu (UC2) hitbox slightly expanded forward; 450 stun value added

Crane Style

• Crouching LP advantage on hit increased by 2 frames (+3F → +5F)
• Crouching HK recovery reduced by 5 frames (29F → 24F)
• Diagonal Jump HP hurtbox expanded downward
• Diagonal Jump HK hurtbox expanded downward
• L Jyasen advantage on hit increased by 2 frames (+1F → +3F)
• L and M Jyasen disadvantage on block reduced by 2F (-3F → -1F)
• L, M, H and EX Jyasen charge time reduced by 10 frames (60F → 50F); last hit damage increased

by 10

Gouken

• Far Standing LK now Special- and EX Focus-, EX Red Focus- and Super Combo-cancellable
• Crouching LP start-up reduced by 1 frame (4F → 3F)
• Crouching MP advantage on hit increased by 2 frames (+1F → +3F)
• Back Throw untechable timing period now techable
• Kongoshin no longer activated with 464+P input
• Hyakki Gosai stun damage reduced by 40 (200 → 160)
• L Senkugoshoha forward movement slightly increased
• EX Tatsumaki Gorasen start-up reduced by 2 frames (7F → 5F); invincibility time reduced by 2 frames (8F → 6F); hitbox expanded downward and forward

Guile

• Vitality decreased by 50 (1000 → 950)
• Hurtbox on wake-up reduced
• Air Throw range slightly increased
• Crouching LP advantage on hit increased by 1 frame (+4F → +5F)
• Crouching MK hitbox and hurtbox expanded forward
• Reverse Spin Kick (4 or 6+HK near the opponent) hitbox expanded downward • Guile high kick hitbox increased downward
• All versions of Flash Kick invincibility time extended by 1 frame
• L,M and H FlashkickàFADCàForward Dash now -5F against a blocking opponent • All versions of Sonic Boom take counter-hit damage frames 1 - 20
• Flash Explosion (UC1) start-up reduced by 1 frame (7F → 6F); damage reduced by 60 (510 → 4500; 2nd Flash Kick start-up now slower, less likely to whiff opponents who float high; invincibility frames reduced by 4 frames (10F → 6F)
• Sonic Hurricane (UC2) damage increased by 30 (300 → 330)

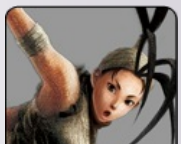
Guy

• Movement speed slightly increased
• Close Standing LK recognition range reduced
• Far Standing LK hitbox slightly expanded upward; active frames increased by 1 frame (2F → 3F); Start-up reduced by 2 frames (6F → 4F); Recovery reduced by 1 frame (9F → 8F)
• Far Standing HK start-up reduced by 1 frame (8F → 7F); active frames increased by 2 frames (3F → 5F); recovery reduced by 1 frame (16F → 15F); hitbox expanded forward and upward
• Crouching MP hitbox adjusted, no longer can be used as an anti-air
• Diagonal Jump MK hitbox extended forward slightly
• Elbow Drop (Jump 2+MP version) hitbox expanded downward
• Ninja Sickle (3+HK) start-up reduced by 4 frames (11F → 7F); Recovery reduced by 1 frame (13F → 12F); Pushback on block reduced
• Target Combo 2nd hit expanded downward and horizontally
• H Hozanto start-up reduced by 2 frames (30F → 28F)
• Run-Sudden Stop recovery reduced by 1F (17F → 16F)
• Run-Neck Flip first hit slightly expanded downward
• EX Run-Neck Flip now knocks down on air hit
• EX Bushin Senpukyaku hitbox slightly expanded, easier to pull in opponent
• Bushin Goraisenpujin (UC1) 2nd hit movement distance slightly increased, easier to use in combos

Hakan

• Stand MP advantage on hit increased by 1 frame (+4F → +5F); block stun increased by 1 frame (+1F → +2F); Recovery reduced by 1F (10F → 9F)
• Standing HP hitbox expanded upward
• Crouching LK recovery reduced by 1 frame (9F → 8F)
• Crouching MP now Special-, Super Combo- and EX Focus-cancellable
• 6+HK (No Oil) knocks down the opponent
• Neutral Jump MP knocks down like Diagonal Jump MP
• Diagonal Jump MK hitbox expanded, easier to cross-up
• Hakan Tackle (6+MP) disadvantage on block reduced by 1 frame (-5F → -4F); advantage on hit increased by 2 frames (-2F → 0F)
• Air Throw damage increased by 10 (140 → 150)
• L, M and H Oil Rocket (No Oil) throw range increased by .08 (0.97 → 1.05)
• EX Oil Rocket (No Oil) throw range increased by .23 (0.97 → 1.20)

Ibuki



• Guard bug where El Fuerte's 6+MK would cross over fixed
• Walk speed has been increased
• Crouching LP start-up reduced by 1 frame (4F → 3F)

• Target combo 10 no longer hits opponents who are crouch blocking
• Target Combo 4 (LP → MP → HP near opponent) 2nd hit hitbox expanded downward
• Target combos 6 and 8 cause airborne juggle state
• Hammer Kick (6+MK) hitbox expanded downward; advantage on block reduced by 1 frame (+3F → +2F)
• Backhand Punch (HP → HP far from the opponent) now Special-, EX Focus-, EX Red Focus- and Jump-cancellable
• L, M and H Tsujigoe can now be cancelled into any attack immediately upon landing
• All versions of Tsumuji hitbox slightly expanded downward
• M Tsumuji recovery increased by 1 frame (14F → 15F)
• EX Kazegiri invincibility time increased by 1 frame (6F → 7F); hitbox on active frames 2-3 expanded, easier to use as an anti-air
• L, M, H and EX Raida has one more hit of juggle potential

Juri

• Close Standing LP hitbox expanded downward
• Close Standing MP start-up speed during Feng Shui Engine now the same as normal version
• Close Standing MK start-up speed during Feng Shui Engine now the same as normal version; considered airborne from the 2nd frame; unthrowable from the first frame
• Far Standing MP now Special-cancellable
• Far Standing LK start-up reduced by 1 frame (5F → 4F)
• Far Standing HK hitbox size during Feng Shui Engine now the same as normal version
• Kasatushi now takes recoverable damage when absorbing attacks
• L, M and H Shikusen no longer can be done from back jump
• Second Impact and Third Strike hitbox expanded, less likely to miss
• EX Shikusen now has input follow-ups like the normal version, activates with any single K button; trajectory changes with button combination: L+M is L Shikusen, M+H is M Shikusen, L+H is H • Shikusen trajectory; advantage on guard reduced by 3 frames
• EX Fuhajin (M+H) now hits grounded opponents
• EX Fuhajin (L+H) damage increased 20 (50*50 → 60*60)
• EX Senpusha invincibility time increased by 1 frame (6F → 7F); disadvantage on block increased by 1 frames (-14F → -15F); pulls opponent in closer when blocked
• Feng Shui Engine (UC1) invincibility time reduced by 2 frames (4F → 2F)
• Kaisen Dankairaku (UC2) hitbox slightly expanded horizontally

Ken

• Movement speed slightly increased
• Close Standing MK hitbox expanded downward, easier to connect on crouching opponents
• Crouching HK start-up reduced by 1 frame (8F → 7F); recovery increased by 2F (6F → 8F)
• Thunder Kick (6+HK) advantage on block increased bv 1 frame (-1F → 0F)
• L, M and H Hadoken damage increased by 10 (60 → 70)
• EX Hadoken damage increased by 10 (50*40 → 50*50)
• M Shoryuken 1st hit now knocks down
• H Shoryuken can be cancelled on the 2nd hit; damage increased by 10 (70*40*30 → 70*50*30); 2nd hitàEX Focus CancelàForward Dash is -7F on block
• L, M and H Shoryuken → EX Focus Cancel → Forward Dash is now -5 on block
• L, M and H Air Tatsumaki Senpukyaku rising trajectory changed
• EX Air Tatsumaki Senpukyaku trajectory on activation changed
• Shinryuken (UC1) non-cinematic damage increased by 30 (330 → 360)
• Guren Senpukyaku (UC2) movement distance of first several frames slightly increased

Makoto

• Forward/Neutral Throw range increased by .05 (0.90 → 0.95)
• Back Throw range decreased by .05 (0.90 → 0.85)
• Standing HP hit-stun increased by 1 frame on crouching opponents (now matches the hit-stun time when used against standing opponents)
• Crouching HK stun increased by 100 (100 → 200)
• Jump MK hitbox slightly expanded, easier to cross-up
• L, M, H Karakusa recovery on whiff increased by 4 frames (47F → 51F)
• EX Oroshi can now connect in combos against airborne opponents
• EX Fukiage now hits grounded opponents; now jump-cancellable on hit only; damage reduced by 40 (120 → 80); stun reduced by 100 (200 → 100)
• L and M Tsurugi advantage on block reduced by 2 frames; now -3 at the lowest height against a blocking opponent. • Seichusen Godanzuki (UC1) damage decreased by 40 (480 → 440)
• Abare Tosanami (UC2) only projectile invincible and throw invincible
• Ultra Combo W classification changed to 75% tier

M. Bison

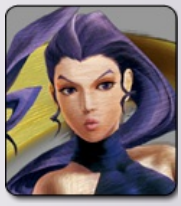
• Far Standing MP start-up reduced by 2 frames (8F → 6F); recovery increased by 1 frame 11F → 12F; now Special/Super/and EX Focus-cancellable; damage

reduced by 20 (80 → 60)
• Crouching HP start-up reduced by 2 frames (12F → 10F)
• Hell Attack (MP after Jump MP) now has the same hit effect as Jump MP, when Hell Attack only hits, can follow with normal attacks
• Bison Warp total frames increased by 5 frames (42F → 47F)
• L Double Knee Press advantage on block reduced by 1 frame (0F → -1F)
• L, M, H, EX Double Knee Press damage increased by 10
• EX Double Knee Press projectile invincibility increased by 7F (12F → 19F)
• L, M and H Head Press start-up reduced 2 frames (22F → 20F)
• EX Devil Reverse movement speed slightly increased
• L, M and H Psycho Crusher leg hitbox can now be used in air combos
• EX Psycho Crusher damage reduced by 15 (75*75 → 75*60)
• Nightmare Booster startup reduced by 2 frames (12F → 10F)
• Psycho Punisher (UC2) damage reduced by 30 (450 → 420); charge time reduced by 15 frames (55F → 40F)

Oni

• Vitality reduced by 50 (1000 → 950)
• Crouching HK start-up reduced by 1 frame (9F → 8F); recovery reduced by 1 frame (24F → 23F)
• 6+MK start-up reduced by 2 frames (13F → 11F)
• Focus Attack hitbox expanded forward
• L Gorai Hadoken total frames reduced by 2 (54F → 52F)
• M Gorai Hadoken total frames reduced by 2 (61F → 59F)
• H Gorai Hadoken total frames reduced by 2 (69F → 67F)
• L Sekisei Jiraiken no longer airborne on 1st frame; throw invincible from 1st frame
• M Sekisei Jiraiken 1F invincibility removed
• H Goshoryuken complete invincibility reduced by 3 frames (8F → 5F); strike invincibility frames changed from 9-10F to 6-7F
• All versions of Goshoryuken can now be EX Focus-cancelled on the 1st hit, on hit or block
• L, M and H Goshoryuken → EX Focus Cancel → Forward Dash is now -5 on block; First hit causes hard knockdown
• L Rakan Dantojin damage reduced by 10 (120 → 110); stun damage reduced by 20 (150 → 130)
• EX Rakan Dantojin disadvantage on block reduced (-10F → -9F)
• H and EX Rakan Dantojin rear hurtbox just before the attack starts reduced to throwbox area
• Meido Gohado (Anti-ground UC1) non-cinematic damage increased by 25 (350 → 375); start-up reduced by 2 frames (11F → 9F)
• Meido Gozanku (Air UC1) start-up reduced by 3 frames (14F → 11F)
• Tenchi Sokaigen (UC2) command changed from 41236 x2+PPP to 63214 x2+PPP

Rose

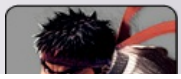


• Forward Dash total frames reduced by 1 frame (21F → 20F)
• Close Standing MK hitbox slightly expanded downward
• Crouching LP damage increased by 10 (20 → 30)
• Crouching LK damage increased by 10 (30 → 40)
• Crouching MP damage increased by 10 (60 → 70)
• L Soul Spiral forward movement distance slightly increased
• L, M and H Soul Spiral damage increased by 10 (100 → 110)
• EX Soul Spiral damage increased by 10 (120 → 130); stun increased by 100 (100 → 200); invincibility time increased by 2 frames (11F → 13F); throw invincibility removed
• L, M, H and EX Soul Spiral can now be used in air combos
• M Soul Spark start-up reduced by 2 frames (22F → 20F)
• H Soul Spark start-up reduced by 2 frames (29F → 27F)
• Illusion Spark (UC1) start-up reduced by 2 frames (12F → 10F)
• Soul Satellite (UC1) command input changed from 214214+PPP to 214214+KKK; recovery increased by 2 frames (2F → 4F)

Rufus

• Far Standing MP now Special-, EX Focus-, EX Red Focus- and Super Combo-cancellable
• Far Standing MK active frames increased by 1 frame (1F → 2F)
• Close Standing HP hitbox expanded downward
• Target Combo (LK → HK near the opponent) disadvantage on block increased by 3 frames (-5F → -8F)
• Messiah Kick LK follow-up can now be used in air combos
• Messiah Kick MK follow-up recovery increased by 3 frames (19F → 22F)
• Messiah Kick HK follow-up recovery increased 2 frames (17F → 19F)
• EX Messiah Kick less likely to cross over even when hitting low-state opponents; invincibility time reduced by 3 frames (16F → 13F); all hits connect against airborne opponents; floats opponents differently on hit
• Spectacle Romance (Super Combo) 2nd hit hitbox expanded to the tip of the fist
• Space Opera Symphony (UC1) damage reduced by 40 (460 → 420)
• Big Bang Typhoon (UC2) damage reduced by 60 (420 → 360); knock back on air hit adjusted

Ryu



• Crouching MK disadvantage on block reduced by 1 frame (-3F → -2F on block)
• Jump MP 1st hit now cancellable into all versions of Air Tatsumaki Senpukyaku
• L, M and H Air Tatsumaki Senpukyaku can now be used in air combos
• EX Hadoken Start-up decreased by 1 frame (12F → 11F)
• EX Air Tatsumaki Senpukyaku hitbox expanded and vacuum effect on hit increased, easier to land all hits
• L and M Shoryuken → EX Focus Cancel → Forward Dash is now -5 on block
• EX Shoryuken (1 hit) →EX Focus Cancel → Forward Dash can be followed by all strikes except throws • Metsu Shoryuken (UC2) invincibility time increased by 1 frame (8F → 9F)

Sagat

• Close Standing LK 2nd hit now Special-, EX Focus-, EX Red Focus- and Super Combo-cancellable
• Step Low pushback on block reduced
• Step High Kick damage reduced by 20 (100 → 80)
• Tiger Shot recovery increased by 3 frames (39F → 42F)
• L, M and H Tiger Knee 1st hit now forces stand
• L, M and H Tiger Uppercut→ EX Focus Cancel → Forward Dash is now -5 on block *Also applies to Tiger Uppercuts with Angry Charge
• Tiger Destruction (UC1) air hit damage reduced by 55 (395 → 340); forward movement reduced; when hitting air opponents in the corner, now does full hits
• Tiger Cannon (UC2) now does full hits on air opponents; air hit damage reduced by 129 (384 → 255); damage on standing opponents reduced by 27 (384 → 357)

Sakura

• Distance traveled by opponent travels after a back throw has been reduced
• Far Standing MP hitbox slightly expanded forward
• Far standing HP now Special-, EX Focus-, EX Red Focus- and Super Combo-cancellable
• Diagonal Jump HP hurtbox slightly increased
• All versions of Air Shunpukyaku trajectory changed on activation
• EX Shunpukyaku advantage on block reduced by 2 frames (+4F → +2F); made easier to connect on crouching opponents
• All versions of Shouoken hitbox slightly expanded forward
• EX Sakura Otoshi earliest timing for additional attacks reduced by 3 frames (15F → 12F)
• Shinku Hadoken (UC2) rear hitbox removed

Seth

• Triangle Jump movement distance reduced
• Crouch MP advantage on hit increased by 2 frames (+3F → +5F); advantage on block increased by 2 frames (-1F → +1F)
• Far Standing HP advantage on hit increased by 6 frames (-11F → -5F), disadvantage on block reduced from 7 frames (-15F → -8F)
• Diagonal Jump MK now crosses up; hitbox matches jump HK version in AE 2012
• Diagonal Jump HK no longer crosses up
• Yosokyaku (Jump 2+MK) active frames increased by 1 (3F → 4F); hitbox increased downward
• Tenmakujinyaku (Jump 2+HK) hurtbox slightly expanded; advantage on hit increased by 1 frame
• M Hyakuretsukyaku stun reduced by 50 (150 → 100)
• H Hyakuretsukyaku stun reduced by 50 (200 → 150)
• L,M,H and EX Hyakuretsukyaku does 10 more damage
All versions of Spinning Pile Driver stun reduced by 50 (200 → 150)
• L, M and H Shoryuken 2nd hit no longer can be Focus-cancelled on guard; EX Focus Cancel → Forward Dash is now -5 on block
• M and H Shoryuken invincibility time reduced by 2 frames (7F → 5F)
• L, M and H Tanden Engine can no longer be cancelled into from normal attacks
• Tanden Stream (UC1) recovery reduced by 10 frames (66F → 55F); pushback on block reduced
• Tanden Typhoon (UC2) now easier to land all hits on air opponents; disadvantage on block reduced by 19 frames (-89 → -70)

T. Hawk

• Movement speed slightly increased
• Close Standing MP pushback on hit and block reduced
• Far Standing HK hurtbox slightly expanded; disadvantage on block reduced (-7F → -5F)
• Crouching MK now Special-, Super Combo- and EX Focus- and EX Red Focus-cancellable
• Condor Spire command changed from 421+P to 623+K
• L Condor Spire disadvantage on hit decreased by 3 frames (-5F → -2F); start-up reduced by 9 frames (20F → 11F)
• M Condor Spire start-up reduced by 6 frames (20F → 14F)
• EX Condor Spire forward movement slightly increased; Damage reduced by 30 (150 → 120)
• L Tomahawk Buster start-up reduced by 1 frame (5F → 4F); recovery reduced by 1 frame (28F → 27F)
• EX Tomahawk Buster now EX Focus-cancellable

• L Mexican Typhoon throw range increased by .5 (1.50 → 1.55)
• Raging Slash (UC2) command changed from 63214 x2+PPP to 63214 x2+KKK; hitbox slightly expanded horizontally

Vega

• Crouching HP active frames increased by 2 (2F → 4F)
• Close Stand MK hitstun increased by 2 frames (+2F → +4F)
• Vertical Jump LK can cross up the opponents
• Mask Pick-up from ground is now a command, 2+PP when standing over the mask
• L, M, H and EX Rolling Crystal Flash charge time reduced by 10 frames (60F → 50F)
• M Rolling Crystal Flash → EX Focus Cancel → Forward Dash advantage on block increased by 3 frames (0F → +3F)
• Flying Barcelona Special (Super Combo) now has an attack added during the motion to the wall, does 100 damage; Rolling Izuna Drop damage 100*100*100; gauge consumption timing changed from when Vega reaches the wall to at the time of activation
• Bloody High Claw (UC1) forward charge attack's hitbox expanded to match the EX Barcelona drop
• Splendid Claw (UC2) start-up reduced by 1 frame (8F → 7F)

Yang

• Movement speed slightly increased
• Close Standing LK start-up reduced by 1 frame (5F → 4F)
• Close Standing MK hitbox expanded downward, easier to connect on crouching opponents
• Far Standing MP now Special-, Super Combo- and EX Focus-cancellable
• Far Standing LK start-up reduced by 1 frame (5F → 4F)
• Crouching LK damage increased by 10 (20 → 30)
• Diagonal Jump MK hitbox size expanded, now in between the AE and Ver.2012 versions
• L and M Torou Zan 3rd hit damage increased by 5 (60 → 65)
• H Torou Zan 3rd hit damage increased by 10 (60 → 70)
• L, M, H and EX Torou Zan hitbox increased downward
• L Senkyutai 1st hit hit-stop increased by 4 frames (8F → 12F) (now matches the hit-stop on block)
• All versions of Zenpo Tenshin now do 1 damage (0 → 1); L Senkyutai → FADC→ Dash forward -5 on block
• Tenshin Senkyutai (UC2) start-up reduced by 1 frame (7F → 6F)
• Mantis strike hitboxes increased downward

Yun

• Far Standing MP damage increased by 10 (50 → 60)
• Crouching MP damage increased by 10 (50 → 60)
• Jumping MK active frames reduced by 4 (8F → 4F); Crosses up more often
• All versions of Zenpo Tenshin now do 1 damage (0 → 1)
• Ex Zesshou Hohou advantage on block increased by 2 frames (-1F → +1F)
• Diagonal Jump MK active frames reduced by 4 (8F → 4F); Crosses up more often

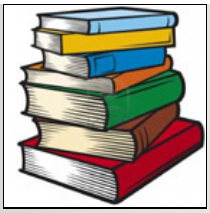
Zangief

• Close Standing LK now Special-, EX Focus-, EX Red Focus- and Super Combo-cancellable
• Close stand MK advantage on hit increased by 5 frames (0F → +5F); advantage on guard increased by 2 frames (0F → +2F)
• Far Standing MP hurtbox slightly expanded; hurtbox in front sticks out 1F before active
• Far Standing MK disadvantage on hit decreased by 4 frames (-7F → -3F); disadvantage on block reduced by 3 frames (-10F → -7F)
• Crouch LK advantage on hit increased by 1 frame (+4F → +5F)
• Diagonal Jump HP hurtbox slightly expanded
• L Spinning Pile Driver throw range reduced by .05 (1.75 → 1.70)
• L Banishing Flat start-up reduced by 3 frames (11F → 8F); disadvantage on hit reduced (-5F → -2F); disadvantage on block reduced by 1 frame (-8F → -7F)
• M Banishing Flat start-up reduced by 2 frames (13F → 11F); disadvantage on block reduced by 2 frames (-8F → -6F)
• H Banishing Flat start-up reduced by 2 frames (16F → 14F); disadvantage after hit increased by 1 frame (-6F → -7F); disadvantage on block reduced by 2 frames (-9F → -7F)
• Final Atomic Buster range increased to match his M Screw Piledriver

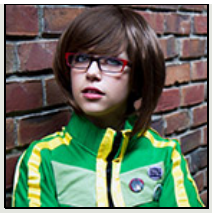
Mentioned by OD_Starwin.

More on EventHubs...

Phoenix Wright player makes unlikely comeback in UMvC3


How to read your opponent and counter bad habits

Xian's tier list for SSF4 AE v2012


Persona Cosplay

Comments

Paradonyx said on May 22, 2014 at 4:40 p.m

And let the s***storm commence!

#1

Freetecks said on May 22, 2014 at 4:42 p.m

Thank you yuns top tier again! I love u capcom!

#2

MajinTenshinhan said on May 22, 2014 at 4:42 p.m

EX Criminal Upper pushback on block reduced by half; hit invincibility increased by 2F (4F → 6F); [CAN NOW BE THROWN]

THIS IS NOT WHAT I WAS PROMISED, PETER.

#3

6748 said on May 22, 2014 at 4:43 p.m

I thought for a second another version of the game was being announced oh wait!

#4

ALifeOfWinter said on May 22, 2014 at 4:45 p.m

This is going to be my first SF game and I'm only getting it for C Viper lol.

#5

Averyth said on May 22, 2014 at 4:46 p.m

this feeling its incredible.

#6

Mr2Good said on May 22, 2014 at 4:46 p.m

Can't wait for the release

#7

Gurpwnder said on May 22, 2014 at 4:47 p.m

Dammit, Dan didn't get his character specific nonsense fixed.

Could've given him the same change Gouki got 'Cl.MP recognition range increased'.

Also, KRK FADC forward is still gonna have Dan dash PAST Cammy at point blank range, meaning he can still do nothing to her unless he delays the dash.

Also, KRK FADC N.J.HP is still character specific too.

Oh well, Dan managed fine without them anyways, and the other buffs are better than nothing.

#8

Nyphi7 said on May 22, 2014 at 4:47 p.m

ken always as dp fadc on second hit *-*

EX Criminal Upper pushback on block reduced by half; hit invincibility increased by 2F (4F → 6F); [CAN NOW BE THROWN]
Ok you just killed cody guys

#9

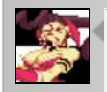
mercurian said on May 22, 2014 at 4:48 p.m

Sagat
Step High Kick damage reduced by 20 (100 → 80)
Tiger Shot recovery increased by 3 frames (39F → 42F)

I don't understand.

/plays Linkin Park

#10



Clueless313 said on May 22, 2014 at 4:49 p.m.

"L, M, H and EX Soul Spiral can now be used in air combos"
WHAT??

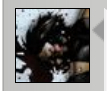
#11

MagnusFender said on May 22, 2014 at 4:49 p.m.

Reply @Freetecks #2

Why do you think that?

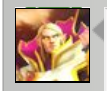
#12



Baby_Astaroth said on May 22, 2014 at 4:50 p.m.

Time to study up.

#13



Dodoria said on May 22, 2014 at 4:50 p.m.

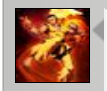
So it begins...
inb4 50 page thread #Kappa #HereWeGo #NerfFighter4

#14

ThaBigDaddyCMaster said on May 22, 2014 at 4:50 p.m.

It's nice they have the numbers down as well in terms of frames, makes it faster when you look at other characters.

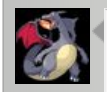
#15



Bizzy89 said on May 22, 2014 at 4:51 p.m.

I'm just glad Kens sweep is better and his movement speed is back. I'll GLADY take -7 on block for Fierce DP FADC in exchange

#16



Jalenp69 said on May 22, 2014 at 4:52 p.m.

I do not understand Rog's changes at all..

Like why.. y u do dis?

#17

Ralycer said on May 22, 2014 at 4:52 p.m.

Ken and guile looking ok at least :/
Rose, guy, juri and chun army will rise!
Vega and gief looking decent some new buffs :)
T.Hawk players will own more
Oni life reduce -___-
Akuma got buffs :O
Best version of bison yet.
Evil ryu i see beasting in the future. :D
The King got nerfed SwiftRage!

#18

Existent said on May 22, 2014 at 4:52 p.m.

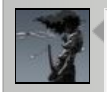
As far as Guy goes I'm satisfied.
I'm surprised more hasn't been said about Hakan. I would expect to see him more from now on.

#19

jason24cf said on May 22, 2014 at 4:52 p.m.

YES! I got what I asked for. Less pushback on hit from forward HK with Fei. Now we can combo it on most of the cast now. Also like the buff to the close HP. Helps with the CH hit into HKCW I found in AE 2012. Also the need to his focus doesn't change a thing. His focus is good because at startup, his body pulls back causing pokes to whiff and also it only needs a lvl1.5 to cause crumble. Still no word on what MK flip kick is. If that's CW, its awesome because we now get a full CW hit after DP-FADC. With the buff to Ultra we now land that combo on almost the entire cast!!!!

#20



slayereyez said on May 22, 2014 at 4:53 p.m.

"INSERT BITCHY RANT HERE" I wouldn't say I'm unhappy with everything as a whole. Excited to put hands on it.

#21

ThaBigDaddyCMaster said on May 22, 2014 at 4:53 p.m.

They gave Oni a health reduction? I just noticed that.

#22

joyoza said on May 22, 2014 at 4:54 p.m

ONI -50 to 950 why?

#23

YoraiDragon said on May 22, 2014 at 4:56 p.m

IBUKI ON DA SCENE <3! She seems like she may be a AE/xTekken hybrid char now.

#24

Purettaja said on May 22, 2014 at 4:58 p.m

Dat Oni :C Vitality reduced by 50 (1000 → 950)

#25

meltsy said on May 22, 2014 at 4:58 p.m

RIP Makoto, it was fun. Ok, not really.

#26

Florian said on May 22, 2014 at 4:58 p.m

Reply @MajinTenshinhan #3

T_T

#27

AkumaShadow said on May 22, 2014 at 4:58 p.m

Evil Ryu gets more stamina, Oni gets less WTF CAPCOM

#28

GoodMan said on May 22, 2014 at 5:01 p.m

Damn...Seth died. Dhalsim MK 2 hit is gone. Honda nerf kinda sucks.

#29

Bizzy89 said on May 22, 2014 at 5:01 p.m

I'm not surprised Oni got a health nerf. Tbh, I always thought he had 950 health to begin with...

#30

darko_p86 said on May 22, 2014 at 5:02 p.m

Guile flashkick explosion needs to be fixed. Not 4500 damage. I wish it was tho

#31

antiheroforhire said on May 22, 2014 at 5:02 p.m

****nketsu (accidental censor fail)?

Why is Seth's j. hp (stretchy arms) being reverted not in the patch notes?

They didn't take it back, did they?

#32

jason24cf said on May 22, 2014 at 5:02 p.m

Reply @joyoza #23

Because his normals where improved. He can deal nearly 50% damage on 2 bars. He needs his health reduced if he deals big damage

#33

ThaBigDaddyCMaster said on May 22, 2014 at 5:02 p.m

Reply @Bizzy89 #30

He was bumped up from 950 in the 2012 version.

#34

Clamper said on May 22, 2014 at 5:03 p.m

So Capcom buffs Bison's far MP saying he'd do more damage... then they nerf the damage of the move itself. These guys are SO SMART.

#35

xianmsg said on May 22, 2014 at 5:04 p.m

WOW

#36

DontTaseMeBro said on May 22, 2014 at 5:04 p.m.

Ultra Street Fighter IV: **** Seth Edition

#37

paralyzing said on May 22, 2014 at 5:08 p.m.

So they decided to remove the 5 frame start up on Juri's cr.mk?

#38

GammaChemical said on May 22, 2014 at 5:08 p.m.

lol Xians reaction

#39

KingKong said on May 22, 2014 at 5:08 p.m.

Ibuki looking relatively good ♥

#40

Atax1s said on May 22, 2014 at 5:09 p.m.

Reply @GoodMan #29

The mk didn't get changed in this change log. Looks like it is still two hits.

#41

Frankiiee said on May 22, 2014 at 5:11 p.m.

ultra street fighter IV: No Boss Character Included hahahaa

#42

DarknessFallz said on May 22, 2014 at 5:11 p.m.

Wow so they couldn't add even 2 or 3 frames of throw invincibility to ex spiral? It's not even a reversal of any type. Watch out for Rose's awesome wake up of delayed wake up or back dash ad naseum. 4f recovery on orbs? So stupid. I fail to see how the buffs outweigh the nerfs - not sure why the Japanese players were saying she was A tier.

#43

NuklearSRK said on May 22, 2014 at 5:12 p.m.

Why the heck does Ken's Hadouken get a damage buff, but not any other shoto's. Also, I personally think that the only buffs that Evil Ryu needs are that his Cr.MK as 5F start up, and his sweep with 6F start up. These other buffs aren't neccessary.

#44

Khan013 said on May 22, 2014 at 5:12 p.m.

All they did nerf oni really 1000 -950 really! Why?

#45

x_Who_Is_Alpha said on May 22, 2014 at 5:13 p.m.

These buffs and nerfs all seem good. No complaints here. Chun li is looking Super status though.

#46

Demon_of_Elru said on May 22, 2014 at 5:14 p.m.

Hakan got nuthin but dos buffs for the waxxxin

#47

RebornOdin said on May 22, 2014 at 5:14 p.m.

#41

It got removed from the arcade build before the final changes went out.

#48

DunnDeal said on May 22, 2014 at 5:14 p.m.

Viper stun reduction on cr.HP

Ahhh who cares when she has a better Focus Attack, MP TK + on FADC, and most importantly - THE cr.MK FIX!!!

#49

purefire21 said on May 22, 2014 at 5:14 p.m.

I fight very aggressive with Guile so these changes will not effect me not one bit. I always use ultra 1 cause I am so go on reaction. Capcom? if hate Guile so much just take away his boom and flash kick. I bet people will still lose to him. GUILE IS GOD

#50

ThaBigDaddyCMaster said on May 22, 2014 at 5:14 p.m.

Reply @NuklearSRK #44

The other Evil Ryu "buffs"/fixes don't matter outside his health buff.

I wish they would give him a 5f cr mk (facetiously) because it would be overpowered as hell. He'd easily be the best character in the game.

I argued for a 6 frame crmk all week at Capcom Unity and I couldn't even get that, a lot of people wanted him to be Akuma Jr. with a 6 frame sweep. But ah well, gotta move on.

#51

GomuJonny said on May 22, 2014 at 5:15 p.m.

Sad they nerfed Blanka's AA U2. Always felt nice catching normals with it.

#52

HiryuMK said on May 22, 2014 at 5:15 p.m.

I thought its was Balrog's Ultra 1 that we can change the ending, not the Super?

#53

binhduh said on May 22, 2014 at 5:17 p.m.

Makoto no stranger to hard work. Lets do this!

#54

Sadisticcupid said on May 22, 2014 at 5:18 p.m.

• H Thunder Knuckle cancel recovery increased by 1 frame (6F → 7F)
Eh, i'll live with it there could be a lot more worse nerfs then that

#55

Mr2Good said on May 22, 2014 at 5:19 p.m.

Why is Oni's health reduced?

#56

RedEther said on May 22, 2014 at 5:19 p.m.

Aw yiss those Rose buffs are delicious. I still wish EX spiral was still throw invincible, oh well I just have to play better defense with her :)

#57

VulcanHades said on May 22, 2014 at 5:20 p.m.

I forgot Juri lost her 2 best buffs: No more cr.lk>cr.mk link and no more ambiguous j.hp into combos. :(

Oh well, at least she's still better. About damn time that fs.mp was made cancellable. :)

On a side note I think they made the new EX Dive Kick no longer + on block because it says the advantage is reduced by 3.

#58

mushdog said on May 22, 2014 at 5:21 p.m.

Why were they so insistent on refusing to give cody a legit reversal?? What's the point of making his ex criminal upper throwable? They couldn't have given him a legitimate increase to his back dash either, huh? Screw you capcom!

#59

EXCh33ky said on May 22, 2014 at 5:21 p.m.

Might as well have not bothered adjusting Balrog at all. They gave him nothing of significance, absolutely nothing that will benefit him.

#60

Crazcar said on May 22, 2014 at 5:22 p.m.

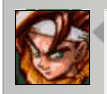
That EX CU pushback nerf staying and it being throwable kinda sucks, but at least Cody isn't neutered. I'm just happy he got a range extension on his U2. I don't know how many times the wrench swings barely miss and I go "Would've worked in Ultra!".

#61

KTProsper said on May 22, 2014 at 5:22 p.m.

Wow. Its really easy for you guys to focus on the negatives huh.

#62



darko_p86 said on May 22, 2014 at 5:22 p.m.

Reply @purefire21 #50

Even then, there still would be crybabies who thought he was OP.

#63

deteknician said on May 22, 2014 at 5:24 p.m.

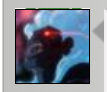
So Guile and E.Ryu have same health? GG

#64

Sadisticcupid said on May 22, 2014 at 5:24 p.m.

why would you not nerf rufus's forward throw smh

#65



Overmostheads said on May 22, 2014 at 5:24 p.m.

Lol @ Oni. Oh capcom.. you so silly.

#66

RIPFeiLong said on May 22, 2014 at 5:25 p.m.

Welp. Fei doesn't look horrible. Will take time to adapt. Hopefully he is still viable. crlk+4 is a decent trade for losing chain.

#67

YorKeY said on May 22, 2014 at 5:28 p.m.

YUN IS BACK LETS FUKING GO, but to be honest, i don't like the changes... all the frauds will be all over him..... Nooooooooooooooooooooooooo!!! Fuk YOU TIER WHORES STAY AWAYYYYYYYYYY we don't need a Yun army! O_O

And most of these characters don't look as bad as people say they do, everyone acting like they're getting nerfed straight to hell with the devil analing them... doubt it.

#68

ShinzoBishamon said on May 22, 2014 at 5:28 p.m.

Reply @Atax1s #41

its out

#69

VengefulGiblets said on May 22, 2014 at 5:32 p.m.

So wait, did they actually fix Chun's Hosenka? Well I'll be buggered. It only took them around a decade to do it, if that's what this actually means:

"UC1 now floats lower on hits 2-7; damage reduced on hits 2-9 by 10 each (30 → 20)"

Reduced damage is better than essentially no damage on most of the cast.

Here are some other bits that interest me that I'd like more thoughts on.

"Rear Spin Kick (3+LK) hitbox expanded; start-up reduced by 2 frames (12F → 10F); active frames reduced by 1 frame (4F → 3F); recovery increased by 1 frame (15F → 16F)"

DF.LK now looks usable as an AA. However, it looks like it will have a tendency to trade (active frames reduced by 1). The recovery nerf (15 to 16 f) also makes me wonder how this will impact combos. Will U2 still land after it, or will this simply stop Chun from being able to combo into U2 even on a trade (SSF4)?

"EX Spinning Bird Kick hitbox slightly expanded forward and downward; 5th hit hitbox slightly expanded upward"

The 5th hitbox improvement makes me wonder if this change will have much of an impact on using the move as an AA. Will this mean that EX SBK will trade where it's currently an open door for everyone? Why only the 5th hitbox?

Perhaps the change to expanding the hitbox "slightly" forward and downward will remove the area of Free Punish that exists next to Chun while she's spinning, but I wonder what it means by "slightly". Anyway, I suspect that this change will make it more difficult to sweep her out of it.

#70

Freetecks said on May 22, 2014 at 5:33 p.m.

Reply @MagnusFender #12

He was already very good as is, and the damage buffs would have been enough but giving him a cross up is pretty crazy and +1 on ex rush punch is very good on getting in on characters without a 3 frame normal. Not to mention red focus and nerfs to all uppercut characters.

#71

SYKOJERRY said on May 22, 2014 at 5:33 p.m.

All the Abel changes have me shocked. I'm really excited for Ultra now!

#72

EG2 said on May 22, 2014 at 5:35 p.m.

This feels like AE all over again, and that's not a good thing.

#73

TheArchangel said on May 22, 2014 at 5:38 p.m.

Zangief not as bad as it initially looked. Now I can stop moaning.

#74

Heacs said on May 22, 2014 at 5:38 p.m.

Hello!!

Ken comment´s!
A honest opinion about the changes to usf4!
Ken have the tools for usf4? Foosties, Skr´s, etc...

Another thing about ken tastu´s: that first Knee hit, that doesn´t connect on combos. So when a combo end´s in a tastu, the damage output is low and give -1 on hit. (heavy tastu)

Please honest opinions that have real knowledge of the game and character.

Respects to everybody...

#75

AAKZ said on May 22, 2014 at 5:40 p.m.

Congrats Crapcom, you have officially made Gen unplayable.

#76

Slash357 said on May 22, 2014 at 5:41 p.m.

Yun, one of the best characters in the japanese arcades got MORE BUFFS (+1 lunge punch) and they retconned the DP nerf with no addressing of the huge stun due to red focus?!?!

Toptier Yun confirmed

#77

Madenka said on May 22, 2014 at 5:41 p.m.

Bisons st.mp does 90 so now it does 60? Way to make the buff pointless. This actually makes me want to change character now.

#78

MUTILUX said on May 22, 2014 at 5:43 p.m.

Checks Juri, just to make sure

W-wait...

Where's...

Where's the crouching m.k buff? TT_TT

#79

Utahsbowser said on May 22, 2014 at 5:44 p.m.

So Seth can cancel tandem again and received a better cr.mp. interesting. Let us not forget that based on this change list he still has the same jumping rh cross up in terms of hit boxes. Seth may live afterall.

#80

etrotman said on May 22, 2014 at 5:45 p.m.

(This user was banned.)

#81

SummerUndercover said on May 22, 2014 at 5:45 p.m.

Curiouser and curiouser!

It's exciting thinking about who to main. Leaning towards Deejay at the moment!

#82

Bizzy89 said on May 22, 2014 at 5:48 p.m

Reply @Heacs #75

That's why you use the ex tastu in combos. Leaves you even

#83

VinceeULTIMATE said on May 22, 2014 at 5:48 p.m

rip adon ?

#84

Wincest said on May 22, 2014 at 5:48 p.m

Reply @Nyphi7 #9

second hit blocked FADC is -7

#85

YouSpoonyBard said on May 22, 2014 at 5:49 p.m

So they decrease the pushback on Sim's buttons so that they combo, instead of increasing the hitbox so he can keep people out instead of in?
Are we talking about the same character?

#86

AlexTwo said on May 22, 2014 at 5:50 p.m

Vega's neutral jump light kick can now cross up? Am I reading that right?

#87

Dodoria said on May 22, 2014 at 5:50 p.m

I will main Yun, Hugo and Rolento in this version, can't wait!!!!!

#88

RebornOdin said on May 22, 2014 at 5:51 p.m

#81

The only way you're going to be able to link crouching jab into U1 is if it's a counter-hit, which is going to happen next to never, and even then, it's a 1-frame link.

+5 on hit against a 6-frame startup move means that it's never going to work, it's 1 frame short.

Counter-hit adds 1 frame of hitstun to Light attacks and +3 frames to Medium and Heavy attacks.

Guile's U1 essentially got nerfed, there's no reason for the 1-frame faster startup if you're going to remove all the invincibility that made it even a passing glance worthwhile.

Capcom Japan got scared by all the Japan feedback.

#89

Ootori_Kyouya said on May 22, 2014 at 5:52 p.m

I find it hilarous how the only nerf from shotos is the shoryu fadc on block. Meanwhile, Guile gets nerfed even harder with a counter hittable sonic boom and health nerf. Good job, Capcom. You did the bare minimal for Guile while all the shotos gets a substantial buff.

#90

Madenka said on May 22, 2014 at 5:52 p.m

Ok so after it's all said and done, is Daigo coming back to Yun?

#91

VengefulGiblets said on May 22, 2014 at 5:55 p.m

Reply @RebornOdin #89

edit: nevermind I misread the number that the response was referencing. Herp derp.

#92

RebornOdin said on May 22, 2014 at 5:55 p.m

#90

Guile's better Flash Kick makes up for the health decrease and counter-hittable Sonic Boom.

He now has better than EX Flash Kick invincibility as standard.

#93

Skull_007 said on May 22, 2014 at 5:56 p.m

What the hell did they do to Rog?

And what happened with Ryu's EX DP-> U2 with full animation?

Rose's changes are nice I guess, but not being invencible to grabs with ex spiral leaves me in the same position as rog against the corner

#94

VinceeULTIMATE said on May 22, 2014 at 5:56 p.m.

The "USFIV: Adon's Balance Change" video released on 5/21
22 de maio de 2014 às 05:50
Here is the Video link: http://youtu.be/CEkO3kMRLHY

I found out few things are different from the version which I played in Japan's Arcade Center, so I want to talk a little about the changes.

1. Look at 0:24 in the video, you can see Standing MP could connect to Red Focus Cancel, which can't on arcade version right now, this is a good change for Adon to use more Red Focus Cancel, even this is not a big thing to change Adon's tier, but still good to have more things could do.

2. Crouch MK can be link from Crouch LP, which means either C.LP become +6 or more, which is good for confirm "C.LP→C.MP→L Rising Jaguar" combo too, I always think even this combo is good but still scare to use it coz if you drop once in tournament, it might cause you get big combo + knock-down, especially when I play top players, I don't want give them any chances to come-back, so this change allow Adon to use C.LP→C.MP→L Rising Jaguar more.

3. They didn't talk about any changes on Air-Jaguar kick, maybe they decide not to nerf it (which I think is better because Instant-Air-Jaguar Kick is so hard to master, nerf it is like punish the players who pay so much hard work on it.

4. M and H Ground Jaguar Kick reduce damage , which is fair changes , Adon's Jaguar Kick is very good when low level fight, but not in High level fight, top players always could punish or counter Jaguar Kick, so Adon player should improve the way they do Jaguar Kick(like timing or distance control), and if you did the Jaguar Kick correctly, you still give people enough pressure even damage reduced a little bit.

Anyway, I feel like no matter what change you do to characters, you should not kill the character's unique play style, if it's over power just reduce the damage or stun or meter recover first, the most thing is "What Copcom wants this character to be in the game", I still feel sorry for Seth, the 50/50 style is so unique in this game. Gamerbee notes totally agreed

#95

Dodoria said on May 22, 2014 at 5:57 p.m.

Reply @AlexTwo #87

That didn't make any sense to me, there's nothing like crossing up with a neutral-jump normal in the game, i think it's a typo, they most have meant forward jump.

#96

Atax1s said on May 22, 2014 at 5:58 p.m.

I wonder why they didn't address changes to the 5 ultra characters from arcade build to this one. I know for a fact that they've changed since I played them at SCR.

#97

RebornOdin said on May 22, 2014 at 5:59 p.m.

#94

Balrog's Swing Blow got buffed, he can now use the Light version to make people respect the overhead while still keeping him safe outside of SPDs. Since it has less charge time he can do it more often and the opponent can't know which version he used since they all have the same startup.

It says for Ryu "can be followed by all strikes". U2 is a strike, so it still does full animation.

#98

Heacs said on May 22, 2014 at 6 p.m.

Reply @Bizzy89 #83

Ok

But the outher tatsus are subpar? Compared to Ryu, E. Ryu, Akuma and Oni?
Light: Block -6, Hit -2 (in combos do 50)
Medium: -4, 0 (in combos do 90)
Heavy: -5, -1 (in combos do 120)
Ex: -3, 1 (in combos do 160)

Is the damage worth the risk?

#99

zUkUu said on May 22, 2014 at 6:01 p.m.

Cody got 3 additional buffs: LP CU -4 on block from -5, "slightly increased walk speed" and Knife Pick up cancel (which is quite useless) and received a nerf: c.MK -2 => -3 compared to the last patch notes.

#100

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